REPRESENTATION OF OBJECTS IN A JAVA PROGRAMMING ENVIRONMENT

ABSTRACT OF THE DISCLOSURE

Improved techniques for representation of objects in a Java programming environment are disclosed. The techniques are highly suitable for representation of Java objects inside virtual machines, especially those that operate with limited resources (e.g., embedded systems). In accordance with one embodiment, a Java object representation is disclosed. As will be appreciated, the Java object representation provides a reference that can be used to directly access the internal class representation associated with the object. The internal class representation provides information regarding the Java object (e.g., object size, object type, static fields, etc.) As a result, information regarding Java objects can quickly be accessed. This means that the processing time conventionally needed to access information regarding Java objects is reduced. Thus, performance of virtual machines, especially in systems with limited computing power and/or memory, can be enhanced.